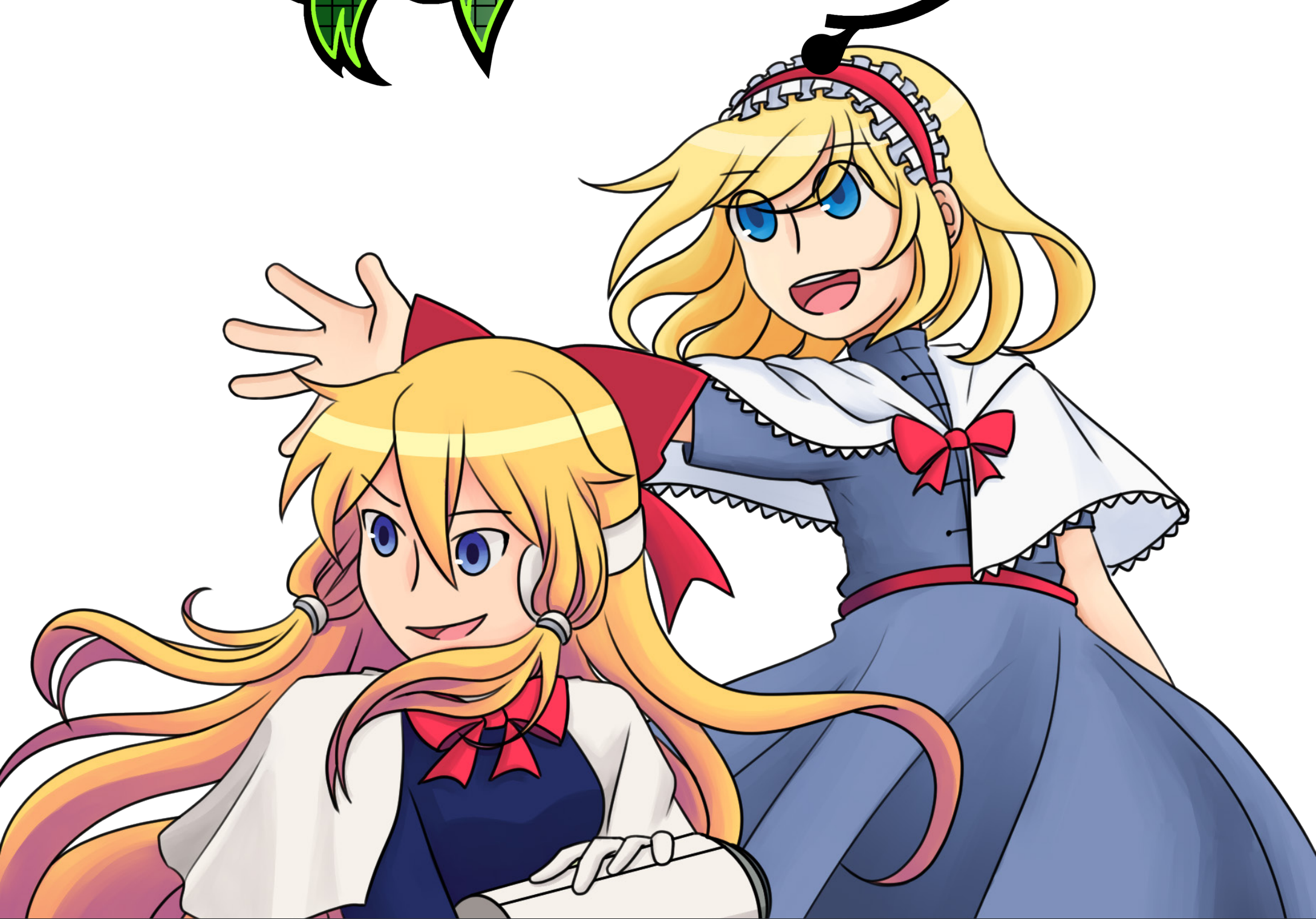
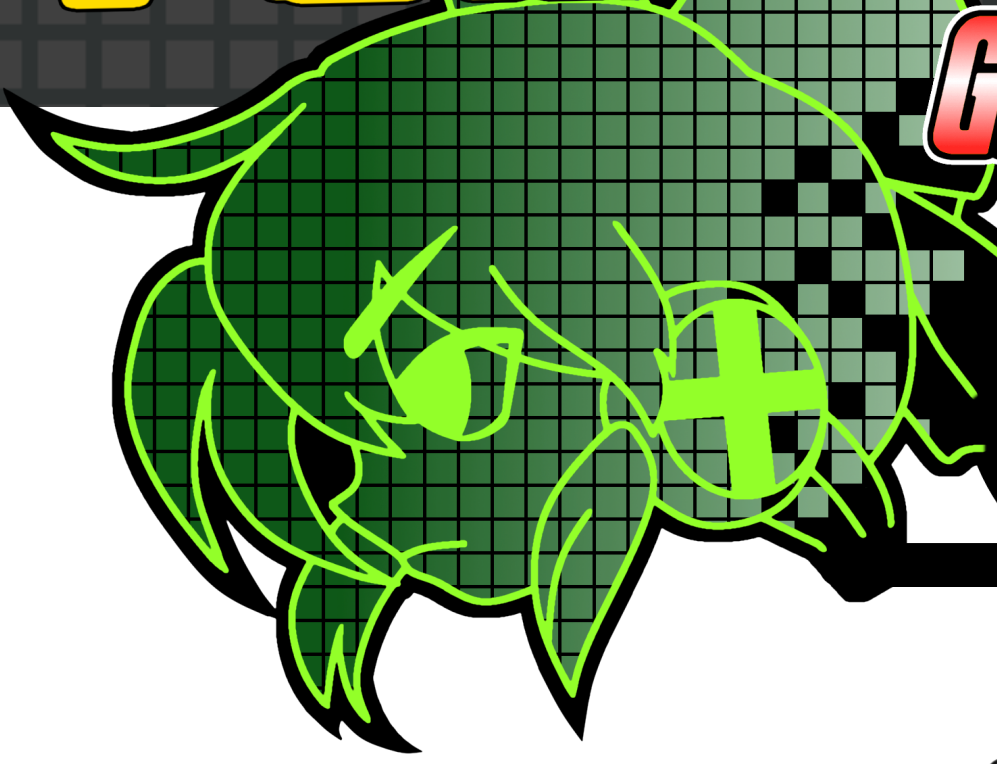


NETBATTLERS

GENSO

NETWORK-



Fan Expansion V2

By TerminusEst13 & ChronicDelusionist

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For development of NetBattlers, currently my favorite tabletop system.
Thank you very much for your hard work!

TechnoDot

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For development of Shanghai.EXE, my absolute favorite Battle Network fangame.
Thank you for everything you did!

ChronicDelusionist Sr. Sr.

(ChronicDelusionist) My grandpa. For encouraging me, in life, never to leave things behind in
childhood that made me happy. I know you'll never see this, but. I love you.

burningluna

(TerminusEst13) I couldn't have done this without you cheering me on.
Thank you very much for your support and encouragement.

You

For taking a chance and checking it out.
I sincerely hope that you enjoy this silly moebait spinoff.

INTRODUCTION

NetBattlers Genso Network is a side-book of supplementary rules for NetBattlers, the unofficial Mega Man Battle Network tabletop RPG, developed by Will Uhl for dice-throwing nerds everywhere.

This is optional content based off of Shanghai.EXE Genso Network, a Mega Man Battle Network fangame with Touhou window dressing. This is not intended as a replacement, official supplement, or any sort of anything for NetBattlers, Battle Network, Shanghai.EXE, or Touhou, beyond a batch of random ideas I threw at the wall in hopes of making an expansion catering to fans of cute anime girls. This thing is not endorsed by Capcom, ZUN, TechnoDot, Will Uhl, my mum, etcetera etcetera. It's just a fan expansion.

The core NetBattlers rules (and NetBattlers Advance!) are required to play the content in this fan expansion. You can get the latest version of the rulebook(s) at [MerryMancerGames.com](https://merrymancer.com), and you can connect with the rest of the NetBattlers community and find people to play with at the Discord server:

<https://discord.com/invite/KfhWxpe>

Tell Will that NetBattlers should run on d20s. It'll be hilarious. It's a really funny meme. I promise.

WHAT IS SHANGHAI.EXE?

Shanghai.EXE is a Battle Network fangame with Touhou set dressing, following the tale of Alice Shinki and her NetNavi, Shanghai.EXE. They're just ordinary students trying to live an ordinary school life, but in typical anime fashion, it doesn't take too long before they get sucked into a dark plot that threatens the peace of the world.

Although the characters are mostly popular Touhou names and faces, no Touhou knowledge is needed to enjoy the game; the plot and gameplay are all Battle Network. Drama, laughter, danger, and friendship follows the demure girl and her brazen NetNavi, who soon become the only ones capable of standing against the darkness.

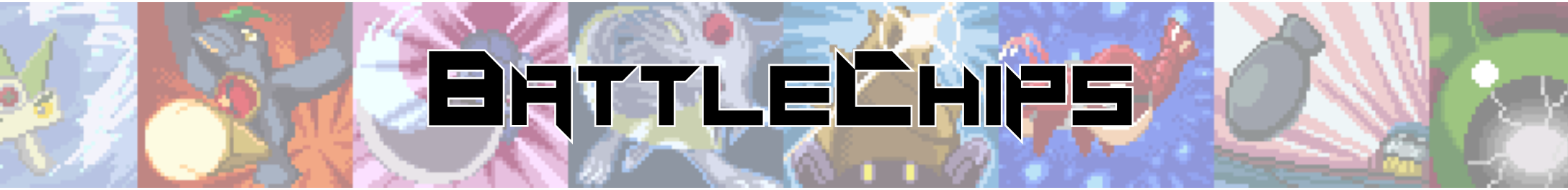


Or at least, that's how it would have gone, before the game was canceled. On December 19th, 2018, the developers received a cease and desist from Capcom. The developers tried to crowdfund the game to get extra funding and resources for the sake of helping push the game to completion, but unfortunately Capcom clamped down on the game. Builds of the game still float around the internet, however, and what exists of the game is still able to be played—and it is chock full of engaging and enjoyable content.



As of the time of this writing (July 29th, 2020), a fan is still working on the game, continuing to develop it from the final leaked build to try and finish it. There's even a map editor now! But even if the worst case scenario happens and it doesn't get finished, the existing game is released, downloadable, and well worth a play for any fans of Battle Network. A link to the repository can be found here:

<https://gitgud.io/SHNecro/shanghaixex/>



BATTLECHIPS

9Rush 「Rush」

2 Damage, Near, Awkward, Dangerous
Create an ice block and slide across, crashing into Close range. Leaves a trail of ice behind.

ChargeCannon 「Shot」

3 Damage, Near, Awkward, Slow
Huge gun fires a rail blast! Can spend 1 Sense to remove Slow and add Accurate.

EarthPower 「Hazard」

3 Damage, Near, Awkward, Dangerous
Near area features animate and briefly attack all targets (swinging, crushing, etc) Close to them.

GasGarden 「Summon」

Close, Dangerous
Grows a poison lily that starts emitting gas. All Close to it upshift their attacks.

Hakkero 「Wave」

2 Damage, Near, Guard
A large wall that shoots a magical beam. Can instead be used to downshift a Stamina defense.

HeavyAnchor 「Thrown」

3 Damage, Near, Awkward, Dangerous
Lob an anchor to crush anything below. Can instead be used to temporarily lock yourself in place.

MagiBomb 「Thrown」

2x2 Damage, Near, Piercing
Magic cross-bomb that explodes twice. Spend 1 Affinity to hit all Close to the target.

PaladinLance 「Blade」

2 Damage, Close, Piercing, Awkward
For the noble! Spend 1 Bravery to instead add +2 hits and Piercing to an ally's attack roll.

ScatterShot 「Shot」

2x2 Damage, Close, Dangerous
Reckless blast also hits an additional chosen Close target. Spend X Sense to choose X more targets.

ShellHockey 「Rush」

1+X Damage, Near, Accurate, Dangerous
Bouncing shell! If no damage taken: bounce to Close target until hit. X = # missed. Vanishes on 3 bounces.

VenomShot 「Thrown」

3 Damage, Near, Dangerous, Slow
Coats the floor in a pool of poison on a miss.

BioSpray 「Wave」

2 Damage, Near, Prcn., Awkd., Dngr.
Poison spray! Can be used repeatedly if you sacrifice defenses/movement while active; keep spraying!

CleanUp 「Support」

Near, Slow
Area restored to original state, removing all summoned objects, elements, and hazards.

ElChain 「Impact」

1 Damage, Near, Awkward, Slow
Electrified chain that stuns and pulls a foe into Close range.

GravityBall 「Thrown」

2 Damage, Near
Hovering gravity orb that makes the target extremely heavy, cracking the ground under them!

Hakurouken 「Blade」

X Damage, Close, Dangerous
Legendary blade cuts defenses! X = target Body. Ignores Guards. Spend 1 Bravery to upshift defense.

HyperSpanner 「Thrown」

2 Damage, Near, Awkward
Throw a gigantic spanner! Can also be used to power up nearby electrical equipment.

MedusaEye 「Summon」

Close, Dangerous
Wicked eye opens up and periodically fires 1 damage petrifying rays at Near targets, up to 5 times.

Resist 「Support」

Guard, Simple
Ignore secondary effects of a single damaging chip. Spend 1 Coding to refresh this chip.

SeedCannon 「Shot」

Near, Simple
Slot in a Hazard chip, fire it as a Shot chip. It gains +1 dmg, Slow, Dngr., and triggers at the target's feet.

SilverKnife 「Blade」

Far, Awkward
Gleaming blade! Damage depends on range to target. Close: 2x2 Dmg; Near: 2 Dmg; Far: 2 Dmg + Slow.

WhiteCard 「Support」

Slow
Your next attack roll mimics the secondary effects of the last two damaging chips used.

BraveSword 「Blade」

2 Damage, Close, Slow
A weapon for the bold! If this hits a target, downshift your next two Bravery rolls.

CrashLink 「Summon」

Close, Dangerous, Slow
A small ice mine! If something touches it, it freezes everything Close for 2 Piercing damage.

FlashBang 「Thrown」

1 Damage, Near
Grenade explodes in a flash. Briefly stops enemy movement, reveals hidden foes in range.

GravityField 「Hazard」

Near, Dangerous
Gravity intensifies, sending everything in range flying in 1 range band direction of your choice.

Hanrei 「Summon」

Close, Guard, Slow
Ghostly double! Body turns invincible; ghost shares HP, disappears when damaged. It can't go past Far.

LeafWave 「Wave」

1 Damage, Near
Dead leaves zigzag forward, leaving tripping debris behind on hit.

MonkeyPole 「Summon」

Far, Simple
Many sturdy staffs rise from the ground; can be used as a small wall, prop, handle, etc. Difficult to break.

Roukanken 「Blade」

2 Damage, Close, Piercing, Awkward
Legendary blade cuts data! Deals +2 damage if target's element has been disabled or changed.

ShellArmor 「Support」

Guard
Reduce damage of next 2 attacks on you by half, round down. Until then, downshift hazard defenses.

TankMissiles 「Hazard」

3 Damage, Near, Dangerous, Slow
Targeting reticles appear everywhere in range. After a delay, missiles rain down and hammer the earth.

WhiteLily 「Summon」

Close
Fragile lily poisons a Near target. While active, they take 1 extra damage whenever damaged.

MEGA CHIPS

Just as in the core NetBattlers rulebook, **MegaChips** are extremely rare and powerful BattleChips that are capable of changing the tide of battle. In the world of Shanghai.EXE Genso Network, their rarity is emphasized by the fact that non-NaviChip MegaChips are an extremely recent development. Both collectors and NetAgents alike eagerly hunt them down, and simply being able to acquire them is a high merit for enthusiasts. Likewise, seeing them in the field is sign of an imminent turnabout.

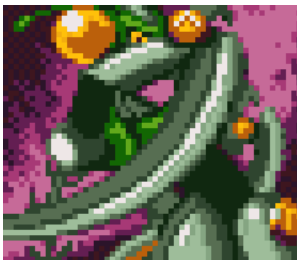
As in the core rulebook, folders can only hold one MegaChip at a time. Navi Powers, NCPs, and BattleChips that affect chips ignore MegaChips unless stated otherwise.



AreaHold 「Support」

Far, Slow

The server sector temporarily sees you as the admin. The area may not be altered (summons, hazards, elements, MapEdit, etc) without your permission.



DisasterClaw 「Blade」

2x3 Damage, Close, Piercing

Data-nullifying claw that cuts through code. Disable 1 per hit for 5 rolls: Element, Powers, NCPs, Folder, one Skill, PET connection, or movement.



DruidWave 「Wave」

5 Damage, Near, Dangerous

Recall 3 elements of Navis you've defeated before. They, plus your element, coalesce into a destructive wave ahead. All elements linger afterwards.



ElemAura 「Support」

Guard, Slow

If your Affinity is <4, it is now 4. Can use Affinity as defense. Gain another +1 Affinity whenever you're attacked by an enemy. Lasts 7 rolls.



GodSoul 「Support」

Simple

For the next 3 rolls, every stat + skill reduction becomes an addition instead. May spend HP to add that many additional rolls (max 5).



HeroBuster 「Shot」

3+X Damage, Near, Slow

Memories of your friends inspire you, channeling your power into a final blow! Spend up to 5 Bond Points to add that much damage.



LittleLegion 「Summon」

Near, Slow

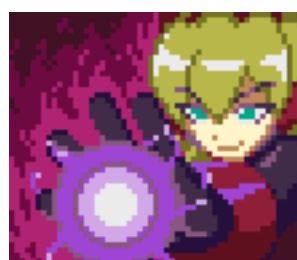
Summon 10 animated 1 HP dolls around you, supplementing your actions. Can sacrifice up to 4 dolls per roll to add that many hits. (Use before rolling)



RageCannon 「Shot」

1+X Damage, Near, Dangerous

A giant cannon fueled by blood and anger! X = missing HP (Max 5). If you're at or below 2 HP, upshift defenses against this chip.



SweetMedicine 「Wave」

4 Damage, Far, Slow

Chemical spray over an area and envelop enemies! Enemies must break out, losing 1 HP every failure. Allies standing in it heal 1 HP per roll.

ILLEGAL CHIPS

For some people, the constant pursuit of power, justice, love, money, or something else requires an extra kick to get what they need. For those who are willing to break some warranties, even a simple Shot chip can become truly terrifying. You just have to be willing to do illegal modifications.

Mechanically, **Illegal Chips** are BattleChips that have been modified to add extra features on to them. Illegal modifications are made at GM behest, either during a downtime scene, sold via a black market supplier, or in the hands of an NPC to be stolen/used against the players. However, using these tend to have side effects, as they are not "official" chips with clean coding. Damage dealt with Illegal Chips rip the code of servers and Navis, and are difficult to repair. They could cause persistent errors. Some may carry unwanted data on them. But that power...could be worth it.

A BattleChip can be tweaked with different options, all of which add an amount of points. These points are the amount of jailbreaking (called JB) done to a chip. After modding is complete, the chip is labelled with an X to indicate modified status, with JB value after (e.g. CannonX [JB 9], KnightSwordX [JB 12]).

Using a modified chip is taxing for a Navi due to the odd data; on using an Illegal Chip, the NetOp rolls Affinity to defend the Navi against (JB-5) damage. Independent Navis have no NetOps, and instead roll Coding to defend against the damage.

You can only have one Illegal Chip in your Folder at any time, and they cannot be traded, but NPCs in authority will recognize owning these as a crime. How serious a crime is up to the GM.



JAILBREAKING OPTIONS

- [X] Spend 1 [skill] to add X damage (Max 4. Only works on first strike of multihit chips)
- [1+(X*2)] Add X damage (Max 4. Only works on first strike of multihit chips)
- [2] Remove 1 negative tag (Guard, Dangerous, Slow, Awkward)
- [2] Add 1 positive tag (Accurate, Piercing)
- [4] Affects surrounding targets that are Close as well
- [3] Increase range by one range band
- [2] Move a range band after use
- [3+X] Add Simple tag (X = 0 if non-damaging chip, X = 2 if damaging chip)
- [3] Leaves a lingering solid object(s) to block things
- [4] Spend 1 [skill] to refresh again
- [2] Bypasses Guards
- [6-X] Add secondary effect of a different damaging chip (spend 1 [skill] to use, X = other chip DMG)
- [8-X] Add secondary effect of a different damaging chip (no need to spend [skill], X = other chip DMG)
- [2+X] Downshift next X [skill] rolls of user (Max 3)
- [3+X] Upshift next X [skill] rolls of target (Max 3)
- [2+X] Disable last-used Navi power/NCP for next X rolls (Max 3)
- [4] Spawns your element at your feet

MINUSCUST PROGRAMS

NetNavis are wonderful and intricate programs, capable of doing incredible things. While each has their own unique codebase that compiles their make, at the end of the day every bit of programming can be tweaked. Many NetOps give their NetNavis personal adjustments in order to run in a way more suitable to their tastes; one process is called “**MinusCust**”.

MinusCust is the practice of overclocking your Navi's functions in order to gain more exabytes of memory. This allows for even more customization, but processes and code die with the extra power output. Functions in a Navi tend to burn out with improper overclocking, and so installing and uninstalling MinusCust may be...a very painful experience for them.



Mechanically speaking, installing MinusCust is handled the exact same as any other NaviCust program. You pick a program and put it along with your NaviCust set-up, and rather than losing EB you gain EB. However, in exchange, your Navi suffers a drawback that hinders them in the field, and the amount of EB gained correlates to how extreme this drawback is. This creates a risk/reward consideration for character builds, as gaining more EB allows you to cram in more parts for that perfect strategy...but what are you willing to sacrifice to attain it? And will your Navi be able to handle the weight?

Note that only one MinusCust can be active at any given time.

AcidBody 「+2 EB」 All healing from any source is halved (except for Regenerate), rounded down. Regenerate lasts for 3 rolls/chips instead of 5.	JunkBuster 「+2 EB」 All rolled attacks have -1 die.	Unshuffle 「+2 EB」 BattleChips must be used alphabetically, from A to Z.
CustomPain 「+3 EB」 On chip use, take 1 damage. Takes place before chip effects. Not capable of deleting.	LostCustom 「+3 EB」 Maximum Folder size reduced by 2. Cannot be used with Custom+3.	Slippery 「+4 EB」 Navi has trouble landing hits. All rolled attacks deal -1 damage. All chips used gain the Awkward tag as you slide around.
MeltSelf 「+4 EB」 Every time you take damage, you take 1 extra point of damage.	ElemFatigue 「+5 EB」 Your element is draining to you. Being Close to it upshifts all of your rolls. Taking damage will make it leak out.	LostLight 「+5 EB」 Navi has trouble perceiving the area. Can only attack at Close, no matter what. Further-ranged chips and powers must be used in Close range.
NoGuard 「+6 EB」 Your Navi's chassis is fragile. All defense rolls are upshifted. Guard effects fizzle away on you.	UsedPain 「+6 EB」 Powers become painful. When using a Roll power, roll twice and take the lowest value. For Cost powers, this applies to your next roll.	DarkMind 「+7 EB」 No Bond Powers. All positive effects from allied chips, NCPs, elements, or powers fail on you.
LostArea 「+7 EB」 On rolling partial success/failure or using a chip, a normal Hazard spawns atop you, consuming any of your element present. Only affects you.	DeadBody 「+10 EB」 Max. HP is 1, and HP cannot go above 1, no matter what. Low HP benefits do not activate.	NebulaHole 「+10 EB」 You can feel yourself slipping away. Whenever you roll, spend a skill point in the rolled skill. Whenever you use a chip, sacrifice another chip.



NAVICUST PROGRAMS

ColorBuster 「1」 Your attacks leave a splatter of vivid colors on impact. They are difficult to remove.	Give&Take 「1」 You may occupy the same space as an ally, as if both of you were non-solid.	SafeMode 「1」 When connection between PET, Navi, and/or NetOp are separated, the Navi may keep one BattleChip to use.
SmartCookie 「1」 Spend a couple seconds to create a small sandwich, dessert, snack, or some other unspecified finger food in your hand.	BlitzBuster 「2」 Can turn a non-multihit Shot chip into a 1x(X+1) multihit chip. X = chip damage (min 2).	ChargeBomb 「2」 When using a Thrown chip, roll Strength to throw at Far. A partial success will make the chip have the Slow tag.
ChipLance 「2」 Sacrifice -1 damage of a Blade/Impact chip to make defenses against it upshifted.	CrimsonNoise 「2」 Downloading chip data from enemies may instead use the tables below for random chips. (May use MysteryData tables instead)	DuelOS 「2」 When an enemy attempts to parry your attacks, you can take half their damage (rounded up) to ignore it, dealing full damage to them.
HumorTalk 「2」 Once per jack-in, on failing a social roll, can make a joke/pun for a full success. Result depends on GM reaction and ruling.	AddButton 「3」 Sacrifice 1 unused chip to list 6 chips you own not currently in your Folder. Roll a 1d6 to select one; it activates, even if circumstances forbid it.	AngerMind 「3」 When desired, you may upshift your next defense roll. If you take damage, add that amount of dice to your next rolled attack.
BlastCannon 「3」 Before an attack roll, you may add +3 dice. Reduce the used skill by 1 after the attack.	ChipCharge 「3」 Sacrifice 1 unused chip to add +1 damage to another damaging chip you can use. For multi-hit chips, adds another hit to it instead.	ElemReuse 「3」 When an ally downshifts your roll, you may spend 1 Affinity to summon their element around you.
OpenPort 「3」 For any damaging chip, reduce your HP by 4-X (X = chip damage) to guarantee the secondary effect on a single target.	SpeedRunner 「3」 When enemies are not engaged with you or your allies, you can focus more on moving. Speed rolls gain a free extra three dice.	ElemPeace 「4」 Your Navi has an additional element. Roll one less die to summon/manipulate it. Standard Element selection rules apply.
Grimoire 「4」 You can spend 1 skill point to gain a Navi power of the relevant skill. Can only hold one extra gained power at a time.	MyGarden 「4」 Before jack-in, pick a specific type of terrain, with GM discretion. While you are Close to this terrain, all of your rolls are downshifted.	RunSoul 「4」 On jack-in, pick one skill from Soul. You may roll Speed as a replacement for rolls using that skill, with one less die.
FanClub 「5」 4 times per jack-in, summon a goon Near you that uses a starter BattleChip of your choice.	HardObject 「5」 Summoned allies/objects/Viruses spawn with a free Guard, protecting against one attack.	DamageGhost 「6」 When you take damage, you are given a Guard that absorbs a single hit.

CRIMSONNOISE TABLES

When a player has CrimsonNoise installed, downloading chip data from Viruses gives another option to the player. On deleting a virus and downloading data, if the player has CrimsonNoise equipped, the player may instead opt to roll Coding. This applies even if the player is playing an independent Navi. They can then can roll 3d6 to gather a chip or NaviCust Part from one of the tables, depending on how many hits the Coding roll had. 1 hit rolls from the Common table, 2 hits rolls from the Uncommon table, and 3 hits rolls from the Rare table.

Any additional hits after 3 gives extra rolls starting from the beginning. 4 hits would be a roll from the Rare table and the Common table, 5 hits would be a roll from the Rare table and one from the Uncommon table, and 10 hits would be three Rares and a Common. Or, if the GM desires/deems appropriate, critical successes can merit a rare and special MegaChip, or parts for crafting an Illegal Chip. If desired by the GM (or if the player wants), the player may instead roll on the MysteryData table with the same rules in regards to Common, Uncommon, or Rare. GMs are simply advised to keep in mind that the MysteryData tables can also give Zenny as rewards, which may result in an economic imbalance or plot coupons that will need to be written around instead.

7

NAVICUST PROGRAMS, CONT.

COMMON

First, roll d6					
1-5: BattleChip Table 1		3-5: BattleChip Table 2		6: NaviCust Program Table	
BattleChip Table 1					
Attack+1	OffDoff	Barrier	RiseNShine	Repair	Redecorator
ChaosSwap	AestheticShuffle	Catapult	EleMentalist	Highlighter	Thunder
IronShell	WhiteWeb	BronzeFist	PowerCycle	CleanUp	GravityField
ThirdEye	MonkeyPole	WaterSeed	LavaBall	WebSurfer	AquaWhirl
Thunder	CopyStrike	MysticMist	LeafWave	FlashBang	Nullifier
Catcher	WhiteLily	LightningRod	HeroSword	SwordsDance	MagBomb
BattleChip Table 2					
MetalBlade	YokuTrail	AlchemistTrick	Crowdsource	IceSkates	IceSeed
LavaSeed	SandSeed	WaterSeed	9Rush	ElChain	Insert
RockCube	Repair	CopyStrike	EMPunch	LastOut	MudBall
QuickRound	LaserRazor	Yo-Yo	RewindDash	Recharger	PressurePoint
PhantomGrasp	ScatterShot	Geyser	ColdPunch	AirSpin	BalanceStaff
Catcher	StickyStick	PowerCapsule	PhantomGrasp	Wind	IceSlasher
NaviCust Program Table					
ZennyMiner	Ventrillo	SearchOptimized	Collect	SignPost	ThemeSong
BlitzBuster	DuelOS	SafeMode	ChargeBomb	HumorTalk	ProgRadar
MegaFlex	HazardTimer	ContentAware	Dullahan	Brand	AdminHeadphones
Servant	BaRecycle	GeoTracker	UnderFlow	ZennyMiner	Harmonizer
EncryptedChat	PocketBase	ActionReplay	MatchMaker	RideOn	Retribution
JackOfHearts	Pettaur	NowRecording	SmartCookie	ColorBuster	Give&Take

UNCOMMON

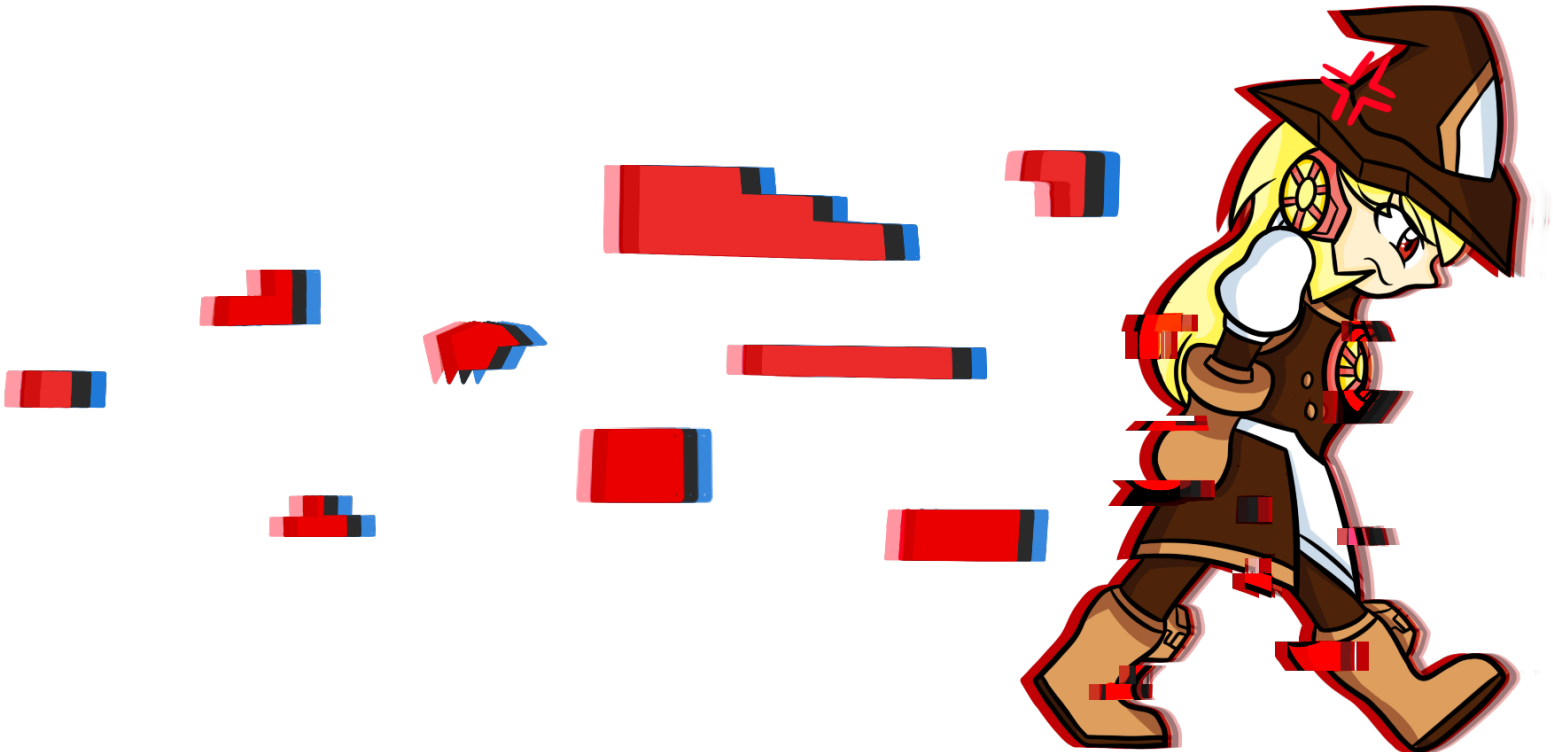
First, roll d6					
1-2: BattleChip Table 1		3-5: BattleChip Table 2		6: NaviCust Program Table	
BattleChip Table 1					
PaladinLance	Geddon1	ChainRod	TripleRod	KnightSword	StepCross
StepSword	PaladinSword	HeroSword	Prism	ChargeCannon	CrashLink
TankMissiles	WhiteLily	LeafWave	WaterStage	BurnSquare	SandStage
MetalGears	WhiteCard	MetalStage	FlameShield	LightWave	CrystalBlade
ShellHockey	BubbleParasol	SpiritSword	DataDaggers	BlackWing	Hakker0
ChromaSword	ConcreteShot	SkullBarrier	Faker	BlizzardBall	MagicTome
BattleChip Table 2					
BraveSword	AirBomb	RocketTackle	Chimera	DashingGrace	MagiBomb
KnuckleSpikes	Uptempo	EchoChamber	DizzyHit	MokoRush	InstantKarma
DashSpin	GeminiLaser	PercussiveFix	SilverKnife	ChargeCannon	GutStraight
TabulaRasa	Recharger	LavaSeed	KnightSword	FlareGun	Uninstall
Resist	CrackShot	RollFlash	Tornado	CapsLock	HeavyAnchor
GasGarden	Hakurouken	Roukanken	BubbleStar	LoveLetters	MagSeed
NaviCust Program Table					
ProgPal	DarkBargain	CosmicMind	Malediction	QueenOfClubs	DevilFangs
SpeedRunner	Custom+3	DualPipeline	BlastCannon	ChipCharge	ChipLance
AngerMind	TrailBlazer	SuperArmor	EnergyChange	Press	OpenPort
RedundantArray	UnderShirt	MimicStrike	ElemRitual	KineticArmor	StyleReuse
Charm+1	Bravery+1	Affinity+1	CashOut	SetElement	ParallelPort
Sense+1	Info+1	Coding+1	Strength+1	Stamina+1	Speed+1



RARE

First, roll d6

First, roll d6					
1-2: BattleChip Table 1		3-5: BattleChip Table 2		6: NaviCust Program Table	
BattleChip Table 1					
Recover4	Recall	ICEPick	TopSpin	FolderRewind	VesselBlade
Possession	PaladinLance	WhiteCard	DoubleEdge	CrashLink	JamOut
TripleRod	AirStrike	BurstRevenge	ColorPoint	BioSpray	VenomShot
ImmortalSmoke	Detonator	DiffusalCannon	ShellArmor	NOBeam	ShellHockey
FinalBlow	Geyser	SeedCannon	Tornado	HiveShield	BlizzardBall
VarGun	VarSword	HyperSpanner	ExtendAsh	WanderingSin	NorthWind
BattleChip Table 2					
TimeStopper	ZeroKnuckle	BlackBomb	DimensionalGate	AceOfSpades	BanishingBlade
Hanrei	EchoChamber	CustSword	Z-Saber	GunDelSol	EarthPower
Hakurouken	Roukanken	SeedCannon	0-TheFool	I-TheMagician	II-HighPriestess
III-TheEmpress	IV-TheEmperor	V-TheHierophant	VI-TheLovers	VII-TheChariot	VIII-Strength
IX-TheHermit	X-WheelOfFortune	XI-Justice	XII-HangedMan	XIII-Death	XIV-Temperance
XV-TheDevil	XVI-TheTower	XVII-TheStar	XVIII-TheMoon	XIX-TheSun	XX-Judgement
NaviCust Program Table					
[MindPowerNCP]	[BodyPowerNCP]	[SoulPowerNCP]	Mind+1	Body+1	Soul+1
[Stat]+1	[Skill]+1	GrazingPower	KingOfDiamonds	BeastWithin	LunarDial
Taboo	ElemPeace	MyGarden	DamageGhost	SpeedRunner	RunSoul
MimicStrike	Proxy	AddOn	KernelPanic	ChameleoCloak	Master
FanClub	EnergyChange	ExecutionUnit	Grimoire	HardObject	VolatileMemory
[MindNPU]	[BodyNPU]	[SoulNPU]	[MindSkill]+1	[BodySkill]+1	[SoulSkill]+1



VIRUS TAMING

In the world of Mega Man Battle Network, cyberspace isn't a network of data transmitted through hard drives, but rather a full, alternate world...just one that people have hijacked to send e-mails. Shanghai.EXE takes this to its logical conclusion—Viruses aren't so much malicious programs that have been designed for specific functions (like how Mettaurs are Zenny miners), but natural wildlife that occupies this digital world. They're sentient, thinking beings, and like other sentient, thinking beings... they can be captured.

While there are existing rules for having minions fight alongside you, this provides an alternate take.

To tame a virus, the VirusBall chip is needed. When a Navi deletes a virus, rather than downloading chip data, the player can use VirusBall to tame it. Instead of using Navi Coding to store its data into an empty BattleChip, the NetOp rolls Affinity to try and wrangle the Virus code into the PET permanently. The usual difficulty qualifications for downloading apply. An independent Navi instead rolls Coding to integrate it with their processes.

If it succeeds (even a partial success!), the Virus is now safely stored in the ball. VirusBall can then be slotted in like a normal BattleChip to bring out the Virus. It acts as an additional entity on the field, as if it were a Recall chip or a Tamer pet—with some differences!



VirusBall 「Summon」

Near, Awkward

When unoccupied, slot to contain a Virus.
When occupied, slot to summon a Virus.

(Chip is not dropped by anything by default, it either needs to be given by the GM or bought in a store)

When VirusBall is used to summon a tamed Virus, it operates on the field as an extension of the Navi. When a player takes an action, they can choose to act either through the Navi as normal, or they can act through the Virus as if it were the Navi. Though Viruses operate at their base stats and skills, and thus have significantly more limited capabilities than Navis, they are expendable and can be deleted or take damage without lasting consequences. Likewise, they also have access to unique powers that can bolster or supplement their allies; many Virus passives were designed to work in a team environment.



After a virus has been tamed, they can be further customized to the player's tastes. If the Navi is holding a tamed virus, rather than downloading chip data on defeating another virus, the player can roll NetOp Affinity to download additional data into the PET. Independent Navis, as before, roll Coding.

The data can change either powers, drops, or the element of the tamed Virus. Only one power, drop, or element can be changed at a time, no matter the number of successes, and further values cannot be added; if a Virus only has one power, a second or a third power cannot be added. The sole exception to this is tags, which can be swapped with impunity.

The drops section of the Virus now also acts as the Virus' limited chip Folder, with whatever chip data on hand becoming a BattleChip that the virus can use like a Navi. These chips cannot be Refreshed or affected by other external abilities that would affect BattleChips. While this puts another limitation on tamed viruses, simply having another option available for certain Navis to supplement themselves opens up many new strategies. A water Navi could make use of a tamed Slimer, a Mi2 can easily bolster any Control build, and a pocket Trumpy could mean the difference between life and deletion...

... or perhaps you could pit your customized Virus against your friends' for a Virus versus Virus netbattle?

Flire (Artillery)

Mind	1	Body	1	Soul	1	Tags	Flying
Skills	Sense 3, Speed 3					Element	Sunlight
HP	3					Drops	FlashBang; LavaCannon
Splash	Sense	Roll	Roll to attack a Near target. Everything Close to the target is also hit.				
Aerodynamic	Passive		Can move a range band and attack simultaneously with no penalty.				



Solar-powered crows that carry a heavy cannon. They absorb sunlight while asleep, and then shoot it out in beams of light that explode in a violent fire.

FlowerTank (Artillery)



Mind	3	Body	1	Soul	1	Tags	Inanimate
Skills	Sense 1, Stamina 3, Affinity 2					Element	Shoot
HP	5					Drops	GrassSeed; SeedCannon
Splash	Sense	Roll	Roll to attack a Near target. Everything Close to the target is also hit.				
HyperArmor	Stamina	Roll	Become immune to mobility impairment.				
CodeInjection	Affinity	Cost	Your next attack covers the target with your element.				

Tanks made out of heavy wood and grassy vines rather than armor and wires. They launch giant seeds from their cannons that spray dirt, grass, and plants wide, and often live in jungles.

GelPack (Artillery)

Mind	1	Body	1	Soul	1	Tags	Immobile
Skills	Sense 3, Stamina 3					Element	Lasers
HP	4					Drops	Guard; Hakker0
Headstrong	Stamina	Cost	Downshift defense rolls until your next attack.				
NotDifficult	Passive		Sense attacks are Piercing and ignore Guards.				



A shy, shadowy creature that hides under an energy furnace. Easy to agitate, they hide under the furnace until a target comes within range of their devastating energy beams.

MassLiger (Artillery)



Mind	1	Body	2	Soul	1	Tags	
Skills	Sense 3, Stamina 1					Element	Reaction
HP	4					Drops	ChargeCannon; Reflex
Reinforced	Passive		Immunity to stun or interrupting effects. Attacks always go off.				
TrapCard	Passive		On taking damage, you may immediately counterattack a target.				

An animal virus that took over a rail defense system. Its hide replaced the activation process, giving it a hair trigger activation. Even slight stimuli makes it fire its devastating cannon.

EvilEye (Disruption)

Mind	1	Body	2	Soul	2	Tags	Hovering
Skills	Info 4, Stamina 1, Affinity 3					Element	Judgement
HP	4					Drops	GravityBall; MedusaEye
Precognition	Info	Roll	Can roll Info to dodge an attack you've seen. On dodging a rolled attack, enemy gets 1 skill reduction in that skill until virus is deleted.				
SoulVision	Affinity	Roll	Learn one memory the target has per hit.				
Collaborate	Affinity	Cost	Briefly project an illusion of anything you've seen/heard in Near range.				



A strange, batlike entity that can peer into a Navi's soul and judge them for all they've done.

VIRUSES, CONT.

GunHopper (Disruption)

Mind	2	Body	1	Soul	1	Tags	
Skills	Sense 2, Speed 4					Element	Gun
HP	2					Drops	ScatterShot; Shotgun
Astonish	Speed	Cost	Make a free attack to immediately interrupt a Near enemy's attack.				
Pester	Passive		When performing an opening attack, or taking an opponent by surprise, roll twice and take the better result.				
HopTolt	Passive		Can bypass structures/hazards unharmed, even inexplicably.				



Jump, shoot, retreat! These mobile Viruses get into everything and lay in wait. They open fire at the first sign of conflict only to retreat just as quickly, scampering away to ambush another victim.



Screwn (Disruption)

Mind	1	Body	1	Soul	1	Tags	Hovering; Inanimate
Skills	Affinity 5					Element	Icestorms
HP	4					Drops	AirSpin; IceStage
Control	Affinity	Roll	Make a ranged attack with your element if it is present.				
FlashFreeze	Affinity	Cost	Next ranged attack freezes enemy in place until they break free.				
Overrun	Passive		Every time you roll, all of your Near element spreads a little bit more.				

Born in the search for a better cooling fan, Screwns became infected by malicious programming. They now batter servers with bitter icy winds, locking areas down and making it difficult to fight.

TinyOni (Disruption)

Mind	2	Body	1	Soul	1	Tags	Hovering
Skills	Sense 2, Speed 4					Element	Chains
HP	3					Drops	ElChain; Grappler
Warp	Speed	Cost	Instantly move up to one range band.				
Lasso	Passive		Enemies hit with attacks are briefly stunned and drug into Close.				



Small creatures that zip around at incredible speed, lashing out at distant targets with electric chains. On impact, their chains entangle their victims and drag them closer.



DunBeetle (Striker)

Mind	1	Body	2	Soul	1	Tags	
Skills	Strength 2, Stamina 1					Element	Aura
HP	3					Drops	CrystalBlade; Resist
Shockwave	Strength	Roll	Make a ranged attack on a grounded Near target.				
AuraBattler	Passive		Has a Guard that ignores all <2 damage. Pops on 2+ damage.				

Armored, mechanical beetles powered by a mysterious "life energy" that they can project around themselves. They combine this with their sword to sling razor-sharp energy projectiles.

LanSir (Striker)

Mind	1	Body	2	Soul	2	Tags	
Skills	Strength 2, Stamina 1, Bravery 3					Element	Phalanx
HP	4					Drops	EchoChamber; PaladinLance
Pursuit	Bravery	Cost	If enemy moves away a range band, immediately make a downshifted attack.				
Encirclement	Passive		When a Near ally attacks or defends in melee, you may immediately move in Close next to them. Your next attack is downshifted.				



Noble viruses with a knight motif. Their preferred tactic is to work in formations with other viruses.

VIRUSES, CONT.

Tanukit (Striker)

Mind	1	Body	3	Soul	2	Tags	
Skills	Charm 2, Bravery 2, Affinity 2					Element	Idolatry
HP	5					Drops	Guardian; StoneBody
Mimesis	Affinity	Cost	Steal someone else's appearance, replacing one stat with theirs.				
Harmless	Charm	Roll	Avert hostile attention from yourself.				
Vengeance	Bravery	Roll	Use Bravery to attack a Close target that recently attacked an ally.				



Mischevious Viruses that change their form, mimicking other objects and people to cause trouble. Their favorite tactic is to look like other Navis and attack their friends!

Warrior (Striker)



Mind	1	Body	2	Soul	1	Tags	
Skills	Strength 1, Speed 3, Bravery 4					Element	Honor
HP	4					Drops	BraveSword; Katana
Followthrough	Strength	Cost	Your next melee or Strength roll hits any number of targets in range.				
Vengeance	Bravery	Roll	Use Bravery to attack a Close target that recently attacked an ally.				
KineticArmor	Passive		After you take damage, downshift next roll to move a range band.				

Small but courageous, Warriors constantly seek out tougher opponents to test their blade. No matter what, they will never back down from a challenge.

FlaMeow (Support)

Mind	2	Body	1	Soul	3	Tags	
Skills	Sense 1, Charm 2, Affinity 3					Element	Warmth
HP	4					Drops	AtomicFire; FlameShield
TakeltEasy	Affinity	Roll	Emit your element outwards, healing 1 HP per hit to Near allies.				
CuddleBug	Passive		When allies are Close to your element, downshift their rolls.				



Shy, catlike Viruses that are uninterested in fighting; they'd rather stay curled up under their comfy kotatsu. When enraged, they spew out searing streams of flame.

LibeRadar (Support)



Mind	2	Body	2	Soul	1	Tags	Flying
Skills	Sense 2, Coding 3, Speed 3					Element	Scopes
HP	3					Drops	AirRaid; Highlighter
CoProcessor	Sense	Cost	Upgrade an ally's targeting. They can attack one more range band.				
ProjectTarget	Coding	Roll	Target an enemy, downshifting X+1 allied rolls against them. X = hits.				
Warp	Speed	Cost	Instantly move up to one range band.				

A mechanical dragonfly with scanners in its eyes and guns in its tail. They work alongside other viruses to bolster their abilities and point out weak spots in enemy formations.

PoisonLily (Support)

Mind	1	Body	1	Soul	2	Tags	Immobile
Skills	Charm 3, Affinity 4					Element	Contamination
HP	2					Drops	GasGarden; WhiteLily
Harmless	Charm	Roll	Avert hostile attention from yourself.				
Myotoxin	Affinity	Cost	Until you lose HP, all Near to you upshift or downshift a chosen skill.				
Picrotoxin	Affinity	Cost	Spray at a Close target. They lose or gain 2 dice on their next roll.				



Originally background flowers from a flower shop network, somehow they evolved to spread poison. These poisons are able to influence Navi behaviors and thought processes.

VIRUSES, CONT.

RefTile (Support)

Mind	1	Body	2	Soul	1	Tags	
Skills	Stamina 3, Affinity 3					Element	ForceFields
HP	3					Drops	GuardShield; IronShield
Reflect	Stamina	Roll	Parry a ranged attack, rolling Stamina. Reflects secondary effects.				
Projection	Affinity	Cost	Put a Guard on an ally. Next time they defend, add your Stamina to their roll.				



Frilled lizards that attach themselves to and travel with other Viruses, projecting shining shields to defend them from harm. While it seems they're loyal, they're really just desperate for approval.

Crasher (Wrecker)



Mind	1	Body	1	Soul	1	Tags	Immobile; Inanimate
Skills	Stamina 2, Affinity 5					Element	Phishing
HP	3					Drops	BrowserCrasher; CrashLink
DeepLink	Affinity	Cost	Trap a Near surface; creating a 2 damage freezing blast when touched.				
HyperLink	Affinity	Cost	Place a hidden normal hazard on a Near entrance.				
AccessJack	Passive		Damaged foes have last-used NCPs/Powers disabled for 3 rolls.				

Remnants of the old Web 1.0, BrowserCrasher viruses look like old, abandoned hardware. They offer links to off-server malware sites, corrupting Navis that interact with them.

Junks (Wrecker)

Mind	2	Body	1	Soul	1	Tags	
Skills	Sense 2, Coding 2, Stamina 3					Element	Garbage
HP	3					Drops	LogicBomb; MagiBomb
DataDump	Sense	Roll	Roll to attack a Near target. Everything Close to the target is also hit. Spreads your element all over target and everything Close on impact.				
MapEdit	Coding	Cost	Generate a Near simple structure that is either hard, large, or hidden.				
Assimilation	Passive		Add +1 to a Stat when you absorb a Mystery Data. Drop data on delete.				



Viruses clad in junk data that acts as armor. They crawl around the internet, gathering data to use as both protection and ammo. They spread litter everywhere, making it difficult to move.

Kedama (Wrecker)



Mind	1	Body	2	Soul	1	Tags	
Skills	Strength 2, Speed 1, Affinity 4					Element	Fluff
HP	2					Drops	SonicWave; EarthWave
Shockwave	Strength	Roll	Make a ranged attack on a grounded Near target.				
CodeTrail	Affinity	Cost	Your next attack leaves trails of your element behind.				
Cutie	Passive		Downshift Charm rolls for Close allies.				

Tiny balls of fur, Kedama shoot energy waves that leave trails of lint behind to trip up Navis.

SquidAnchor (Wrecker)

Mind	1	Body	3	Soul	1	Tags	Flying
Skills	Speed 2					Element	Flood
HP	5					Drops	HeavyAnchor; TidalWave
JumpJets	Speed	Roll	Launch a range band in any direction off of a surface.				
AtAnchor	Passive		If you fall a range band, destroy any structure/object you land on.				
FloodOut	Passive		When a structure breaks, spawn a normal hazard of your element.				



Squids that swim around while carrying a heavy anchor. They carry it as if it weighed nothing, but use it to break walls/floors with heavy strikes. Water always gushes out of the new holes.

MOBILE WEAPONS

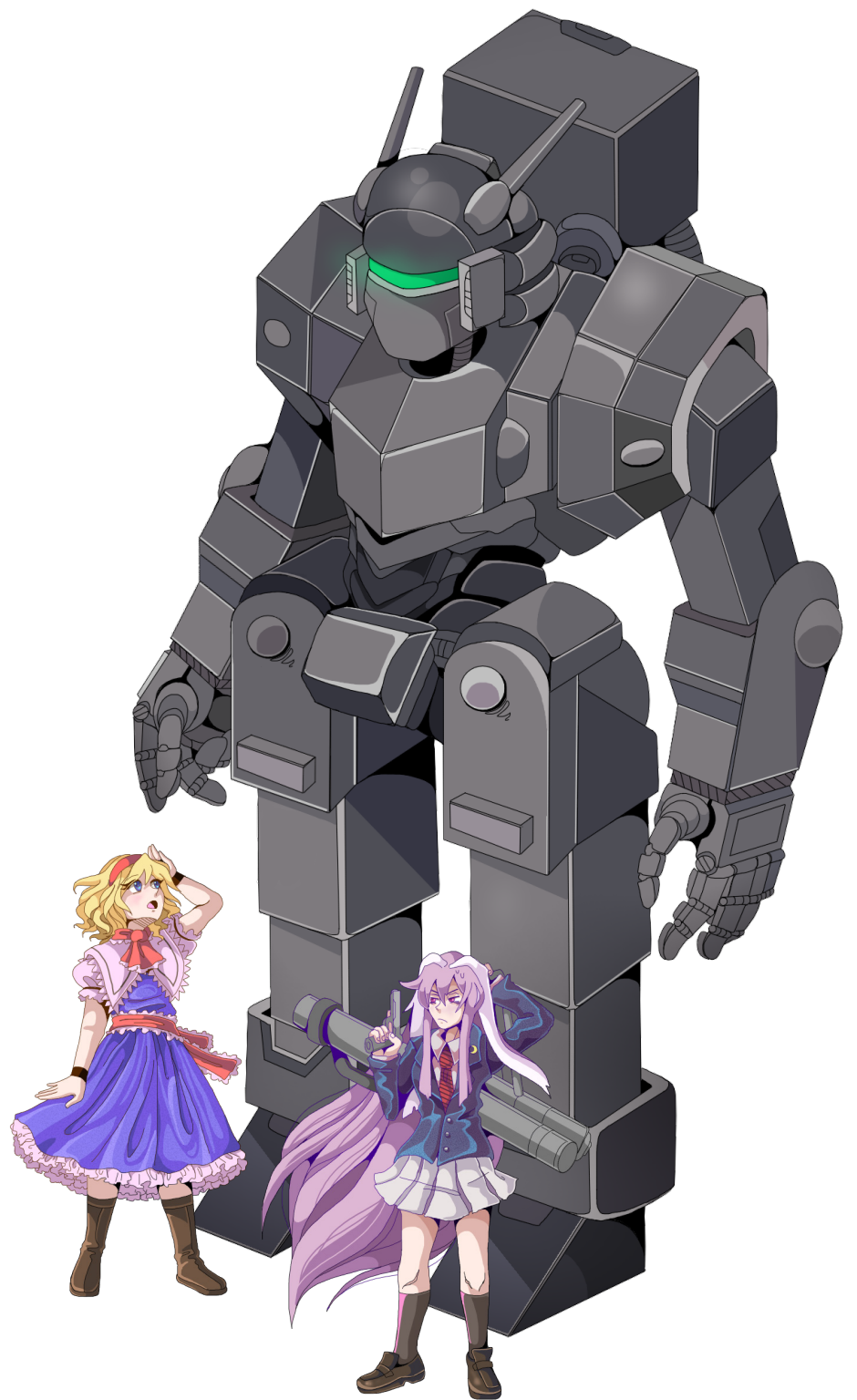
The world of Shanghai.EXE is slightly different from the world of Battle Network, and perhaps one of the most shocking differences are the Mobile Weapons. These massive house-sized mecha are available to both the NetAgents and the military, and are deployed around the world for use in military operations, counterterrorism, and giant monster combat. Some particularly zealous agents even make use of them against common thugs.

All content in Genso Network is optional, but Mobile Weapons are *especially* so. This is a large deviation Shanghai.EXE has from the Battle Network source material, and an even larger deviation from the intended experience for NetBattlers. It is **imperative to talk with your GM** about whether such a thing would be allowed.

PILOTING A MOBILE WEAPON

Any Mobile Weapon is powerful hardware designed for handling dangerous situations, and so is both well-armed and well-armored. However, they are piloted by NetOps, and so are handled mechanically like a NetOp. When piloting a mobile weapon, a NetOp rolls like normal, except some crucial differences:

- As Mobile Weapons are much stronger than humans, roll d10s (ten-sided dice) instead of d6s. The standard difficulties remain the same; 6+ is always a hit.
- Every NetOp skill is (temporarily) increased by +2 while piloting the Mobile Weapon. All NetOp rolls while piloting also roll a minimum of 4 dice, even if skills are spent or otherwise depleted.
- A NetOp can spend either HP or invested skill points to add that many extra dice to any roll. The +2 skill increase from the Mobile Weapon can be spent as if they were invested skill points. The cost(s) is/are applied after the roll is made.
- Rolls related to a NetOp's Talent(s) are automatically downshifted while piloting.
- Navi powers and chips are interpreted narratively as the Mobile Weapon's on-board weapon and movement systems and can be used in real life. They are rolled using the NetOp's dice pools.
- Due to heavy armor, all damage taken from sources other than a Mobile Weapon (or something with a similar/higher threat level) caps at 2 HP.



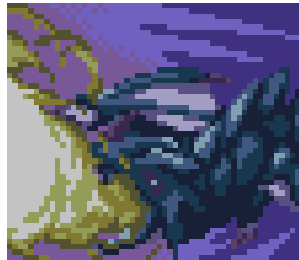
Though not insurmountable while on-foot, when encountering a mobile weapon the best choice of action for any human is either to run or to grab a mobile weapon of their own. These formidable weapons are designed for both NetAgent use and military use, and so are best applied sparingly by a GM; they are not common technology available for civilians. For narrative purposes, they can be used either as a plot roadblock or as a way to handle situations that have gotten out of control. Or, if needed for an appropriately climactic situation, something to let the players cut loose and enjoy a pure flow of over-the-top power.

DARKCHIPS



DarkAnchor 「Thrown」

2 Damage, Near, Piercing, Dangerous
Anchor breaks everything below. Anything Close on impact is shackled to the anchor and gradually drug under into the abyss. Hard Strength to break free.



DarkBreath 「Wave」

X Damage, Near, Dangerous
Absorb in, then spew out bad code. X = Allies' skill reductions (max 10). Targets (and you) copy all highest reduction values. All allies remove reductions.



DarkDefender 「Support」

Near, Guard, Simple
Permanently erase a happy memory you have. It forms an infallible barrier around an ally. For 7 rolls, they ignore <4 damage, status changes, and hazards.



DarkDesert 「Hazard」

2 Damage, Far, Dangerous
Navi's chassis burns to ash, multiplying infinitely. Foes start drowning, upshifting rolls. Move allies any area in range instantly. Lasts [Daemon Bond]+2 rolls.



DarkFall 「Wave」

2x4 Dmg, Near, Accu., Prcn., Dangerous
Sacrifice a limb. It rips apart, pieces flying out to shred the server and all caught in it. Damaged targets are blinded for a long time, even after jack-out.



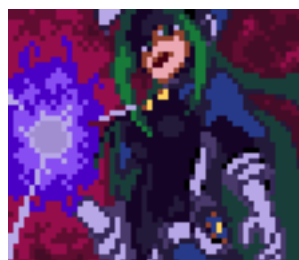
DarkInverse 「Support」

Simple
For the next [Daemon Bond+1] rolls, dice rolls are flipped: rather than needing to roll over for success, you roll under. Your body goes numb afterwards.



DarkSavior 「Support」

Near, Simple
Spend a portion of your core to instantly restore a recently-deleted ally back to perfect state. Your data will be purged in 7+X days. X = Daemon bond level.



DarkSeeker 「Support」

Slow
Pick any target, living or dead. Until you find them, you will know their location, status, feelings, and thoughts. One thing can be whispered into their mind.



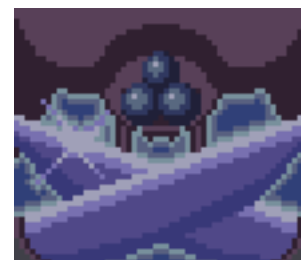
DarkSpark 「Wave」

5 Damage, Near, Dangerous
Your mind blanks. A large wall manifests in front of you, firing a dark beam. Your thoughts are written on it. The wall will stay there forever, no matter what.



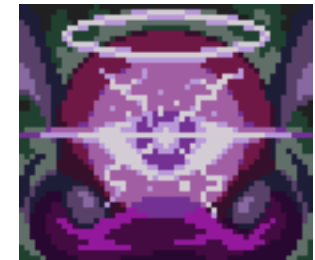
DarkStorm 「Hazard」

4 Damage, Far, Dangerous
Invoke a terrible storm in the server. Pick 1: Deadly cyclone, instant flood, lethal icestorm, toxic miasma, or searing firestorm. The server will never recover.



DarkWiper 「Blade」

3 Damage, Close, Piercing, Dangerous
Wicked scythe purges code! Your choice stat of target becomes 1, related skills are 0. On delete, target is erased from all memory databanks in the server.



DarkWorld 「Hazard」

Near, Awkward, Dangerous
Until jack-out, all your peers in range endure echoes of your feelings. They must roll Hard Bravery, else their thoughts will happily conform with yours. Finally.

DARKCHIPS: DAEMON



KIKURI

They have rejected you. I accept you...exactly as you are.

Domains: Alienation, Approval, Dependency

Tribute: Longing

Signature DarkChip: AlongWith

ChaosUnison: Inclusion

Longing: The Navi becomes hyper-aware of the relationships of other Navis, seeing them as ghostly strings. They cannot see strings connecting to themselves. During this time, the Navi cannot heal themselves, and if a Bonded ally is not Close to them, the Navi takes -1 HP every 10 minutes. Near allies roll up to [Daemon Bond] fewer dice on all rolls (minimum of 1 die). Each time an ally succeeds a roll, they feel a deep, lingering pain in their body. The Daemon decides when the Tribute ends, lasting up to 24 hours.

Inclusion: During CrossSoul, a glowing gem comes out of the Navi's forehead as they gain Kikuri's golden sheen. Your Affinity score gains 2+[Daemon Bond] dice. Anyone (allied or enemy) who damages you or retreats a range band away has their element painfully ripped out; only you can use it. No limit on number of elements gained. You can burn an element to add 1 extra roll to CrossSoul. Elements cannot be restored for a long time.

AlongWith 「Shot」

3+X Damage, Near, Piercing, Dangerous

Purple flames feeding on emotions. X = Their total Bond Levels (max 10). If this would delete a Navi, pick 1: you operate them, you take their place.